

ABSTRACT OF THE DISCLOSURE

A computer implemented method and apparatus providing a self-directed online interactive experience, such as a learning experience or a game playing experience, by multiple participant users on user general purpose computers that are coupled to a global computer network.

- 5 A host computer system is also coupled to the network and is provided with a storage medium storing a database of interactive experiences. The host computer system is programmed for multithreaded access of the host computer database whereby multiple participant users may simultaneously access and participate in the dynamically stored interactive experiences. The host computer system is further programmed for providing navigation capabilities in the host computer system whereby a participant user may selectively navigate the host learning management system. It is further preferred that the host computer system be programmed for providing index capabilities in the host computer system whereby a participant user may exit participation at any desired time and will be automatically returned to the place of termination upon re-accessing of the database by the participant user for continued participation.